

THE ARMAGEDDON CLUB PRESENTS:

Please note: Dynamic
Points will be in use –
full details inside



DEFCON 2: ON THE PATH TO WAR 2026

**WORLD WAR 3 (TEAM YANKEE)
BEGINNERS 50PT TOURNAMENT
SATURDAY 5TH SEPTEMBER 2026**

“My fellow Americans, I am pleased to tell you today that I’ve signed legislation that will outlaw Russia forever. We begin bombing in five minutes.”

President Ronald Reagan during a microphone test before a radio address, August 11, 1984.

DEFCON Levels

Condition	Exercise Term	Readiness Type	Description
DEFCON 1	Cocked Pistol	Maximum Readiness	Nuclear War is Imminent or Begun
DEFCON 2	Fast Pace	Armed Forces: 6 hrs or Less to Deploy and Engage	Next Step is Nuclear War
DEFCON 3	Round House	Air Force Ready to Mobilize in 15 minutes	Force Readiness Increased Above Normal Levels
DEFCON 4	Double Take	Above Normal Readiness	Increased Intelligence and Strengthened Security
DEFCON 5	Fade Out	Normal Readiness	Lowest State of Readiness

Welcome to the ‘DEFCON 2 – The Path to War 2026 Tournament’. This is a single day event where new and less-experienced players can compete in 3x games against different opponents using Battlefronts World War 3 (Team Yankee) rules and army books.

Whether you’re a beginner, want to try a new army, or simply just want to brush up on your rules and skills, then this is for you!

Where and when is it?

DEFCON 2 - The Path to War will be held at Firestorm Games, Sloper Road, Cardiff, CF11 8AB (Tel: 029 2022 7117) on Saturday 5th September 2026.

Ticket price is £18.00 which includes lunch served at the Firestorm café – if you have any specific dietary requirements, please let us know as soon as possible before the event.

Event registration commences at 10.30am and we expect a finish time of approximately 6pm.

What you need to bring with you

Please ensure you bring the following with you:

- ☐ Your Battlefront World War 3 (Team Yankee) Rulebook
- ☐ The most current ‘FM 101’ update from the ‘Gaming’ section under ‘Hobby’ at the Battlefront website (<https://www.team-yankee.com>)
- ☐ Your army book and any Unit cards that you wish to use
- ☐ Your 50pt army list and army – this should be built, based, and undercoated but does not need to be painted (although teams must be clearly identified as to which unit they belong to)
- ☐ Dice and tokens (Bailed out, Dug in, etc.)
- ☐ Smoke markers (if you are intending to fire smoke bombardments)
- ☐ 2x Objective tokens
- ☐ A tray (ideally with a lip) that is large enough to safely carry your army from table to table

Important to know

This event is designed as a fun and friendly event for players of all levels of experience including those that may not have attended a WW3 (TY) tournament before or who are getting back into the game system after a period of not playing. Because of this, please ensure that you show patience and answer any questions that may arise about your army, weapons, abilities, etc. prior to and during the game as necessary. If there is anything that you are unsure of, please ask the tournament organiser.

When designing your army list and during gameplay please also bear in mind that this is more of a sociable and learning event and not intended to be an overly competitive experience - if you're fortunate enough to possess a sharp competitive streak then we politely ask you to save it for one of the more competitive events that are regularly organised.

1) Your army list

Your army must not exceed 50pts and uses the Dynamic Points adjustments (further details are available at the end of this document or on the Team Yankee website). As this is a beginner's event, you may select 1x HQ and 1x Black Box choice to make a legal formation rather than the usual 1x HQ & 2x Black Box choices. However, you may not duplicate any formations or contain any allied units unless these are specifically part of the actual Force Organisation Diagram. Please ensure you have a printout of your army list as you will need to show this to your opponent prior to each round commencing – if possible, please consider using the Battlefront 'Forces' layout (<https://forces.team-yankee.com>).

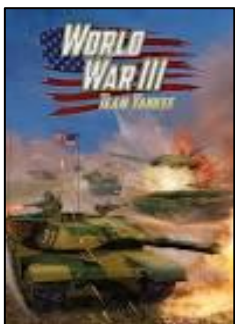
2) Teams/Units – Your opponent should be able to clearly identify which teams belong to which units – this is especially important if you are using unpainted miniatures. If you believe that this may be an issue, please use a method of your choice (e.g., a small, differently coloured mark on the rim of the base of each unit, etc.) that will prevent any confusion. If a situation arises where the event referee is called over to a game where the unit identity of a team is in contention, the referee will rule in favour of the non-owning opponent if there has been no method of unit identification made.

3) Alternative miniatures – All aircraft and helicopter miniatures (other than Transport Helicopters) must be mounted on the official Battlefront flight stands or ones of identical size to these, and any non-Battlefront miniatures must be of the same size as the official miniature that they are replacing.

4) Transport helicopters

Transport helicopters (Chinook, Mi-8 Hip, Sea Stallions, etc.) as listed in the Airborne Assault expansion are permitted at this event. As stated previously, these miniatures do not require a flight stand due to their size and possible fragility.

Mission selection



Each player will be issued with 3 Stance Cards (Attack, Manoeuvre, and Defend) during the event registration. After determining who their opponent will be and the table that the game will be played on (but prior to deployment), players should place (face down) the Stance Card that they wish to adopt at the start of each round and then reveal and compare it at the same time as their opponent.

Both players should then consult the Battle Plans matrix on page 95 of the rulebook to determine the Battle Plan that is to be used.

Reserves

We will be using the following Reserves rules during the event:

ROLLING FOR RESERVES		
TURN	IMMEDIATE RESERVES	DELAYED RESERVES
1	Roll 6 for 1 Unit	None
2	1 Unit + Roll 6 for another	Roll 6 for 1 Unit
3	1 Unit + Roll 6 for another	1 Unit + Roll 6 for another
4	All Remaining Units	1 Unit + Roll 6 for another
5		All Remaining Units

Board size

All rounds will be played on 6ft x 4ft boards.

Most Sporting Player Award

After the completion of Round 3, you will be given the opportunity to allocate Most Sporting Player scores to your opponents. You may only put one name beside each value and should consider scores of 4 or 5 to be the default values for nice, but not outstanding, games against pleasant opponents.

These scores will also be combined with the player's total Victory Points to determine their final finishing position.

- Scores of 6 or higher should only be given for games that were some of the most enjoyable that you've ever played.
- Scores of 3 or less should only be given if your game was contentious or unenjoyable, and you may have had to call a referee over to the table. These scores should only ever be given after serious consideration.

All scores will remain confidential and be added to each player's event ranking position as an anonymous combined total.

DEFCON2 2026: SPORTSMANSHIP SCORING		
YOUR NAME:		
Description	Score	Opponent Name
OUTSTANDING GAME! An incredible opponent and you'd be happy to play against them again straight away!	8	
	7	
	6	
STANDARD GAME You got on well with your opponent and you'd have no issues playing against them again.	5	
	5	
	4	
IT COULD HAVE BEEN BETTER Your opponent was okay, but the game wasn't as much fun as it could have been.	4	
	3	
	2	
	1	

Please complete this sheet after your final game -- you may only put one name beside each value and should consider scores of 4 or 5 to be the default values for nice, but not outstanding, games against pleasant opponents.

- Scores of 6 or higher should only be given for games that were some of the most enjoyable that you've ever played.
- Scores of 3 or less should only be given if your game was contentious or unenjoyable, and you may have had to call a referee over to the table. These scores should only ever be given after serious consideration.

All scores will remain confidential and be added to each player's event ranking position as an anonymous combined total.

Event Schedule

10.00hrs - Firestorm Games opens
10.30hrs - Registration at the Battlefields (upstairs) begins

11.00hrs – Round 1 Commences
12.30hrs – *Sudden Death mode begins*
13.00hrs – Round 1 Finishes

Lunch

13.30hrs – Round 2 Commences
15.00hrs – *Sudden Death mode begins*
15.30hrs – Round 2 Finishes

Break

15.40hrs – Round 3 Commences
17.10hrs – *Sudden Death mode begins*
17.40hrs – Round 3 Finishes

Break

17.50hrs – Debrief
18.00hrs - Event ends – players are welcome to remain for and friendly games they wish to arrange and play

8pm - Firestorm Games closes

Lateness

If you think you will be late for whatever reason, please ensure you contact Firestorm Games on 02920 227 117. Please be aware that, if you are more than 15 minutes late, you will forfeit the game and be awarded an 8:1 Loss result but will be able to continue with the event in subsequent rounds as normal.

Playing the round

Players will be informed when each round starts and pairings for Round 1 will be randomly determined by the tournament software being used. Please ensure that you play at a suitable pace but if you think your opponent is playing slowly and that this will affect the result of the game, you should politely discuss this with him/her. If this fails to rectify the issue, you should immediately inform the Tournament Organiser.

Players will then be paired with their opponents in subsequent rounds based on their Victory Points scores.

You will be given a 30-minute warning before a game finishes and players must then enter Sudden Death mode (see following page for full details).

Sudden Death Mode

When a game enters Sudden Death Mode, each player has a maximum of 5x minutes to complete their rounds and may not exceed this time limit for any reason (e.g., if they took 5x minutes to move their 2x permitted units then, without exception, they would not have time remaining to shoot, assault etc.). The Sudden Death format is as follows:

Player A (the player who had the first turn) completes any required Motivation/Morale Test as usual (if the Force becomes broken then the game ends with player B victory). Player A may then issue Movement Orders to a maximum of 2x units, move a maximum of 2x units, shoot with a maximum of 2x units, and assault with a maximum of 2x units (the opponent may use Defensive Fire and Counterattack as per the rulebook) – please note, that different units may be used in each phase. Player A then checks the Victory Conditions.

If the Victory Conditions have not been achieved, Player B commences their turn using the method described above.

Players must repeat this process until they have both played 6x turns (8x turns for Fighting Withdrawal) unless one of them achieves the Victory Conditions prior to the required number of rounds being played.

If, at the end of the time neither player has met the Victory Conditions for the mission and 6 x turns have been played (8 for Fighting Withdrawal), the game result will be recorded as a Lose for both players (this does not include the Fighting Withdrawal mission which will always have a Winner and a Loser).

Please note – a player may choose whether or not to roll for Reserves or Aircraft as usual at the start of their turn. If any reserve units are then eligible to arrive, at least one of them must be selected and they will count towards the maximum of two units that may move. A successful roll for aircraft will automatically count towards the maximum of two units that may move, although unsuccessful rolls will not count towards this limit.

Example:

If a player chooses to roll for Reserves, regardless of if a 6 is rolled to gain a unit in addition to the automatic unit he would receive, they must choose at least one Reserve unit that will then arrive on to the board and count towards the maximum of two units that may move – in Turn 4 onwards, if the player wishes his Reserves to arrive they must choose at least one unit (and a maximum of two) which will then count towards the limit of two units being moved, and the remainder of the non-selected units will be placed back into Reserves and a maximum of two more units may be chosen in subsequent rounds following the rules above.

Scoring

This will be completed using the standard method of awarding Victory Points depending on the result of the game and the number of units destroyed (i.e., 8-1, 7-2, etc.). In the case of a 'draw' result, both players count as losing.

VICTORY POINTS TABLE		
WINNER'S LOSSES	WINNER'S SCORE	LOSER'S SCORE
0 or 1 Unit	8	1
2 Units	7	2
3 or more Units	6	3

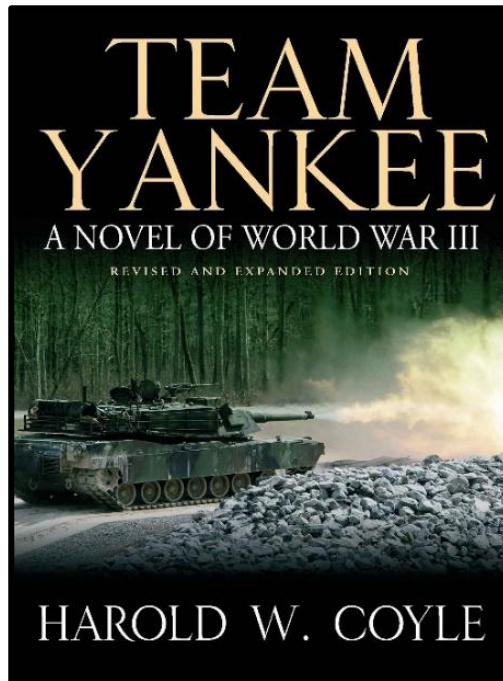
Awards

Due to this being a beginner-friendly event there will not be any awards or certificates although final player rankings will be available at the end of the tournament as usual. These will be based on the combined total of Victory Points and Most Sporting Points achieved by each player. In the event of a tie for a final ranking position, the position will be awarded to the player with the highest Most Sporting Player Votes.

Dynamic Points

Battlefront Miniatures has recently adjusted the points system under the category of Dynamic Points. Please be aware that we will be using these Dynamic Points at this event and all participants should ensure that their armies are designed using them. Full details of these changes are available for download on the Team Yankee website or by ticking the Dynamic Points option in your 'Account' settings on the Team Yankee Forces website.





The Team was charged and ready. Bannon could feel it. Having issued all the orders that he needed to for the moment, the time had come to fight.

Grabbing the TC's override, he traversed the turret, bringing the main gun to bear on his intended victim while yelling out his fire command without bothering to key the intercom. "GUNNER - SABOT - TANK WITH MINE ROLLER."

In response, Folk yelled out once he spotted the vehicle. "IDENTIFIED."

Kelp followed this with a sharp, crisp, "UP!" letting both Bannon and Folk know the main gun was loaded, armed, and he was clear of the path of recoil.

Bannon dropped down on top of his seat. Perched above the gunner and loader, he watched through the primary sight's extension as Folk tracked the T-72. Then they waited as the enemy continued to draw neared. And they waited. The line of tanks was now beginning to reach the valley floor. And they waited. The sweat was rolling down Bannon's face as he edged ever closer to losing nerve. And they waited.

"SPLASH, OVER." The FSO's call on the battalion net heralded the impact of the artillery. Across the valley, the crest of the far hill erupted as hundreds of small bomblets scattered and went off. On target!

"FIRE!"

"ON THE WAAAAAY!"

The image of the T-72 disappeared before Bannon's eye in a flash and cloud of smoke as Folk loosed his first round, sending the tank rocking back as the gun recoiled and spit out the spent shell casing. Without needing to be told, Kelp hit the ammo door switch with his knee, causing it to slide open with a sharp bang. He hauled out the next round, loaded the gun, and armed it even before the dust and obscuration of their first round had dissipated. When it did, the T-72 with the mine roller was stopped, broadside to Alpha 66, and was burning furiously.

"TARGET - CEASE FIRE." They had drawn their first blood. "STAND BY GUNNER."

Team Yankee by Harold W Coyle